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            *---== ST REPORT ONLINE MAGAZINE ==---*
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              "The Original Online ST Magazine"
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March 31, 1989   Volume III No.81

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                    ST Report Online Magazine ´'

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              _____

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> Issue: #81 STReportâ ¢

 > An Exclusive, in depth, Interview by CPU Report of Atari's Top Brass.
 > The history of 'Superboot', an excellent system management program.
 > An in Depth review of Fleetstreet Publisher II by MichTron.
 > Preliminary Information on MichTron's BBS Ver. 3.0.
 > Double Click's Revolutionary Multi-Port Cartridge
 > Up-to-date late breaking news in STReport Confidential

==
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> The Podiumâ ¢

     The FNET/FIDOMAIL system is doing quite a job, the quantity of
feedback coming through this system is superb. Our heartfelt thanks are
extended to all who maintain this system. It is through their efforts
```

that all the fine BBS systems in this network manage to keep ahead of the volume of E-Mail and F-Mail flowing smoothly through it.  Again, many thanks.....

        Since the hulabaloo about "saying it like it is" has calmed down, it becomes easier to say that TOS 1.4 is performing quite well.  In fact, it is gratifying to see it handle 32mb partitions with no problems at all.  It would appear that the squeaky wheel does get the oil.  In fact, we have tested the "auto" function of TOS 1.4 also and it's a dynamite feature too, maybe, just maybe, we will see the end of the auto folder and it's "run it in the right order blues".  Since we are using the ram version of TOS 1.4 we find there certain situations that will change for the better once we are using the chip set.  While on the subject of the chip set, Atari is moving quickly now to provide the new TOS to the userbase in both configurations...the two chip set and the six chip set.

        This year is truly shaping up as Atari's in many ways, we have a magnanimous number of shows scheduled, COMDEX/Spring, Anaheim, and two shows in Michigan.

    Not surprisingly, ..I am becoming proud of owning an ATARI MEGA4 ST.

                            Ralph.......


                        "1989 - ATARI'S QUEST!"


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> CPU REPORTâ ¢
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  Issue # 15


by Michael Arthur


Remember When....

        In 1983, IBM introduced the PCjr, which was supposed to become a
standard in the educational market, and cause IBM PC's to break into the
home market, displacing the Apple II and C-64?



> CPU INSIGHTSâ ¢
  ============


                    An Insider's Perspective on Atari's Quest
                    -----------------------------------------



        For the past three months, CPU Report has analyzed some of the most
important topics in the computing world.  The MicroChannel, X/GEM, OS/2,
the Open Software Foundation, and most recently, 9600 baud modems, have
been explored, to view both their capabilities and what effect they will
have on the computer industry.

        Although many have applauded CPU Report, some folks have wished that
it did focus on Atari more often.  Since it can provide information on any
aspect of the computer industry, this issue of CPU Report features an
EXCLUSIVE interview with Sig Hartmann of Atari Corp.  One of the more
technical questions was answered by Roy Good of Atari Corp.

        Both the ST Report and CPU Report staffs are impressed by Atari's
willingness to do this, and indeed, the fact that such an interview could
take place is a strong indication of Atari's New Commitment towards the
USA's ST Userbase....                       ----------------------

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INSIDE ATARI
------------


            Sig Hartmann
            ------------                20 Questions

            -------------------------------------------------------

                               "1989 – ATARI'S QUEST!"


CPU Report:
----------
       What real progress has Atari made in making 1989 the Year of
the Atari ST?

Sig Hartmann:
------------
       Number One....Last year we were short (in supply) of ST's and Megas.
Now, we do not have that problem.  We are now getting  additional dealers
lined up, and we are starting to sell more of our ST's, of which we now
have a more available supply.  Now this year, which will be the year we
revitalize the US marketplace, I think you will find there will be more
advertising now....that our dealers in the future will receive more of
our machines in the USA.


CPU Report:
----------
       With the 68030 TT, is Atari making the successor to the ST, or
another type of computer altogether?

Sig Hartmann:
------------
       Well, the 68030 TT will be software compatible with the software
that we have now, and the existing ST will also run the 68030 TOS.

CPU Report:
----------
       But, will the 68030 TT be the ST's successor?

Sig Hartmann:
------------
       No.  We believe the TT is a 'Next Generation' machine.

CPU Report:
----------
       What is Atari's view of the market for the 68030 TT, seeing as the
Atari Transputer Workstation (formerly known as the Abaq Transputer)
provides similar features, and is much faster?

Sig Hartmann:
------------
       The ATW is largely for a niche type of marketplace.  It is very
expensive, at around 5000 dollars, but is specialized for graphics, etc.
But it's not like a general use computer.

CPU Report:
```

        Since it is true that the 68030 TT will support TOS as well as Unix,
and given that the 68030 has a Memory Management Unit built in, will Atari
enable TOS to use the 68030 to multitask?

Sig Hartmann:

        Well, let me say this. Those are all the things that we are not
thinking about right now, so I cannot say that we will absolutely do this,
but it could be likely that we could do it for our next project. I really
couldn't give you a definite answer....

CPU Report:

        Why did Atari choose the AGING [VME bus] for the 68030 TT instead of
the [NuBus], which is used in the NeXT and Mac II computers, and is
quickly becoming a standard?

Roy Good:

        That is a very biased question!! The [NuBus] is not well accepted,
while the [VME Bus] is accepted worldwide. Literally thousands of boards
are available with many types of EuroCard connectors for it. [VME] comes
in 16, 24, and 32 bit configurations, and the [VME] is a very flexible
bus. The [VME Bus] is very much alive, and is used by many companies
worldwide.

Note:

        (I can't help but wonder why being cautious or wary about Atari's
decision to go with the [VME Bus] (widely in use since the late 70's)
instead of the recent [NuBus] would be considered being biased towards
the NuBus. Mr. Good does, however, make some excellent points about
needing solid compatibility in a computer, though, and I hope that many
[VME] board makers will write software drivers and make other necessary
adjustments so their [VME] Cards work properly with the Atari 68030 TT....)

CPU Report:

        What is Atari doing to make an upgrade to the ST, which would
both be a distinct improvement from the ST, having more expansion slots,
better graphics, etc., and a clear and economical upgrade path for present
ST owners?

Sig Hartmann:

        We are always working on having more capabilities for all of our
machines. We are planning to provide better graphics, and other things
which will please our customers. We are always listening to what some of
their desires are, and we try to implement them in what is coming out
(from us).

CPU Report:

        When the ATW comes out, how much software will be available for it?

Sig Hartmann:

The ATW, as I said, is not out yet, but some specialized software will be
available for it to sell in its niche marketplace.

CPU Report:

        Even though Atari has done some ST advertisements, they seem to be
limited to areas where the ST was already selling well. What are Atari's
plans for expanding the rate of ST Advertising so that it reaches the
majority of the US population?

Sig Hartmann:

        Well, we came out with a special ad that is now showing on TV. At
the moment, stations in up to 40 or 50 different cities around the country
are showing that. This (strategy) should help to reach the
majority of the US.

CPU Report:

        What areas of the computer industry, such as MIDI or Desktop
Publishing, will Atari be targeting in future ST Advertisements?

Sig Hartmann:

        Well number one, we will now be targeting the Desktop Publishing
market, which we feel we are very strong in. For example, we
now have UltraScript (a Postscript Clone for the SLM804 Laser Printer), and
when we position our computer against the Macintosh in our advertisements,
you will find out that the significant difference (between the ST and the
Mac) is in price/performance, which is better in our products. We will
also establish the ST in many other areas.   And naturally, we will also
show how the ST can be used in many other aspects of the computer industry,
by showing some of the other ST software, and showing some of our other
products.

CPU Report:

        For Atari's efforts in the US to work, it must have a strong base of
loyal dealers. What is Atari doing to set up a large, strongly supported
dealer network?

Sig Hartmann:

        As I pointed out, we are now picking up some additional dealers at
around this Quarter, but we really believe that we will have not only a
significant amount of dealers for the ST, but that we will have the
quality of dealers needed to properly support it.

CPU Report:

        In what direction is Atari's support of it's Dealers going?

Sig Hartmann:

        Well, support comes in a couple of ways. One way we will support
our dealers is to make sure they have as great an amount of our products
as necessary. Again, we definitely plan to do this, and I think in the
past we did try to give good support, but I think we will be putting a
lot more effort into it to make sure that the dealers feel that this has
been accomplished. As you know, we have another ST Dealer's Conference
coming up very shortly, after Spring Comdex, I think, and we will listen

to our dealers to see where they think we need to do a better job, and to make sure that we are getting everything accomplished.

CPU Report:

	What is Atari doing to manufacture more ST's, so as to properly meet the demand that an advertising campaign will bring?

Sig Hartmann:

	Previously, if you remember, we had the DRAM shortage (which raised the prices of memory chips). This has now disappeared, and now we have ample capacity to manufacture more of our products.

CPU Report:

	What is the status of the rumored Atari Factory?

Sig Hartmann:

	Well, we are always looking for the right place to get that. Atari is still going to get that....We want to put it in the US.

CPU Report:

	What is Atari doing to improve Developer Support in the areas of the quality of the Developer's Kit, giving direct technical help to Developers beyond that in the Kit, and providing as much support to ST Developers as possible?

Sig Hartmann:

	We have a special staff set aside for that, there is a Tech Support line available to ST Developers, and we are trying to provide support by all other means possible. Also, we are continuing to improve the quality of our Documentation (on the ST's internals and TOS) this year, in a lot of different areas.

CPU Report:

	Does Atari plan to reschedule the ST Developer's Conference that was cancelled in January?

Sig Hartmann:

	That was not cancelled. It was postponed, mainly because we felt that in order to make a good Conference, that we wanted to have something of substance to talk about, and so we could demonstrate the 68030 machine. Since that isn't available yet, we have been waiting for the right time to be able to invite them to come here for a week. We feel that with Atari's backup, we can discuss what is available....

CPU Report:

	What is Atari doing to further enhance it's support of User Groups?

Sig Hartmann:

	Well, as you know, I have been traveling around the country talking to the User Groups and helping them with stuff they do. I have

gone to Sacramento, Los Angeles, Portland, etc. I just travel all over
the place. Anyway, there is a general feeling that they are getting more
support from Atari.

CPU Report:

     What strategies does Atari have for making the Atari ST a standard
in Schools and Universities, and do any of them involve giving Educational
Discounts to entice those that are loyal to other computers?

Sig Hartmann:

Well, we are setting up an educational program. I can tell you that we
realize that in that market the timing has to be right, so we can
penetrate it. We are now planning to ensure that there is something to
show the educators....

CPU Report:

     In making the Mega 1, does Atari intend to make the Mega ST
the flagship of the ST line, and to slowly discontinue the 520 and 1040 ST?

Sig Hartmann:

     We will continue to support every machine which is available. If
what we make then gets down to nothing, then that's what we have to make.
Of course, we haven't shown very much for those machines....

CPU Report:

     Does Atari plan to de-emphasize the home market as it strives to
make the ST popular in the business market?

Sig Hartmann:

     No. We will still have the business market, but it is only one
area, as we are going for the home office market, the education market,
the home market, we are aiming for all these markets. Like I said, we can
sell it anywhere. We have a great computer, and we believe that people
will use it in the basement, and they'll play it in Carnegie Hall. Our ST
is just an instrument. All you have to do is choose the options, and
anyone should be able to use it. We will continue to target all the
markets, but naturally if we think we have tremendous capabilities to
demonstrate with the products which we have, such as UltraScript, the
Postscript Clone, (then) we will push that.

CPU Report:

     What is the status of products that are already considered Atari
vaporware, such as the Amy sound chip?

Sig Hartmann:

     Let me say this. I think we have said for a long time that
the Amy sound chip, some other company is developing it....I don't know why
people are still talking about the Amy sound chip. We didn't mention it
for many years.

CPU Report:

What is Atari doing to prevent future products, such as TOS 1.4 and
the 68030 TT, from becoming vaporware?

Sig Hartmann:

        Very simple. Vaporware is defined as when you announce something,
and it either doesn't come on time, or isn't coming at all. We are
spending a significant amount of money developing the 68030 machine, and
all the other projects are being worked on very hard, and with Sam
Tramiel at the helm, it will be available before the year is half over.

CPU Report:

        What are Atari's plans for making a LAN Network for the ST available?

Sig Hartmann:

        I just came back from Germany (for the Hannover Fair/CeBit Show),
and there they have twin LAN Networks out now that run Ethernet,
AppleTalk, Novell,etc. We have almost every machine that we've got around
here operating on it currently. What we have to do is see what we can do
to get them to the marketplace here in the USA.

CPU Report:

        What is the status of the Federated Stores, and does Atari plan to
sell this franchise.

Sig Hartmann:

        Well, I think you must have read in the paper that we lost money on
Federated, and we cannot just take off and say we are trying to sell
Federated.

CPU Report:

        How many ST's has Atari sold, both in the US and worldwide, and how
many does it plan to sell this year?

Sig Hartmann:

        I cannot tell you that. I just don't have the numbers right here.
All I can tell you is that we have the potential capacity of making
60,000 ST's a month.

                        ----------====**=========----

        During the interview, Sig Hartmann also mentioned that in Germany,
the Macintosh is virtually nonexistent, while the ST is 'THE' growing
STANDARD....

But ponder, if you will, this question:

1) How much time does Atari have to make the ST a 'standard' in the USA
before it becomes too late?

                    --------==========*****==================-------

CPU REPORT CONFIDENTIAL**â** ¢
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Federal Way, WA   Migraph is preparing to introduce the IBM version of
---------------   it's GEM-based Easy Draw CADD (Computer Aided Design
                     and Drafting) drawing program, at around the Fourth
                     Quarter of 1989.

                     This program will apparently be a new revision of Easy
                     Draw, having capabilities aimed at the professional
                     graphics/design end of the market, which will put it
                     in the class of Adobe Illustrator or Aldus Freehand.
                     It will also have a new name, which has not yet been
                     determined.

Skokie, IL   US Robotics has recently introduced their Courier HST
----------   Dual Standard 9600 baud modem. The Dual Standard has
                     full CCITT V.32 compatibility for full duplex operation
                     at 9600 baud, and uses MNP Classes 1-5 for error
                     protection and data compression. Cost: $1600.00....

Marina Del Rey, CA Centaur Software has introduced Forms in Flight II, a
------------------ new revision of a popular 3D graphics and animation
                    program for the Amiga. It features Phong (smooth)
                    shading, Texture Mapping, Extrusions along curved paths,
                    and many other features often seen only in Graphics
                    Workstations costing $50,000 and above....

                    It also supports overscan and PAL animations, and
                    although similarly featured Amiga programs now cost up
                    to $500.00, Forms in Flight II costs only $119.95. If
                    you wish to contact Centaur Software about the
                    availability of this product for other computers, they
                    can be reached at 1-213-821-5995....

Tokyo, Japan   Nintendo is preparing a BREAKTHRU to the forefront of
------------   the computer industry by introducing a new computer
                     called the "NTW", for Nintendo Transputer Workstation.

                     It will use a 33 MHZ Inmos T1600 RISC chip running at
                     50 MIPS, have 4 Megs of 32 Bit Static RAM, have a
                     1280*960 resolution with 16 million colors at the same
                     time, and implement Display Postscript and GEM in the
                     Helios Operating System, which will be put in ROM. It
                     will also use VME Expansion Slots, of which there is
                     exactly ONE (like the Mega ST, having 2-4 slots would
                     boost the computer's cost up too much), and come with
                     two joysticks and a port of an ST Basic-like language.

                     Costing about 500,000 yen (or 4000 US Dollars), the
                     NTW is rumored to begin shipping on April 1, 1989.*

> SUPERBOOT STR FOCUS ¢
  ===================

                                    SUPERBOOT'S STORY
                                    =================

by G.W.Moore

    Super Boot began simply from necessity. I was using several different
    floppy disks, each with their own set of accessories and autoboot
    programs, not to mention all the various other desk accessories and
    auto programs I had which I didn't have room for on the disks. Since
    there is no point in reinventing the wheel, I searched the various
    information services and Bulletin Boards for a solution to my problem
    but the closest utility I could find was one which would let you pick
    from about 40 desk accessories with no other capabilities. So,
    Personal Pascal in hand, I whipped up Super Boot 1.0.

    The first version of Super Boot was capable of letting the user choose
    from up to 135 Desk Accessories, Auto Programs, and DESKTOP.INF files,
    and could also set Write Verify and the time and date. Version 2.0
    added a welcome screen feature, and version 2.2 added password
    verification, special support for monochrome monitors, and warmboot
    detection (a time-saving feature which detects the difference between a
    warmboot and a coldboot).

    In Version 3.0 the file selection screen was redesigned to allow easier
    file selection, an option to set the seekrate for the floppy drives was
    added, and support for selecting ASSIGN.SYS files used by GDOS was
    added. This version also added function key support, allowing the user
    to select any combination of files with one function key.

    Version 4.0 greatly increased Super Boot's versatility by allowing
    selection of any data file used by any program. Following that Version
    5.0 expanded support for the function keys to 30 keys based on the very
    favorable response from users. This version also added the ability to
    configure Super Boot to "time-out", so that after a specified number of
    seconds Super Boot would bypass itself. Other features added include a
    help screen, default configuration, a random picture loader, and
    support for Startgem which allows booting GEM programs.

    The most recent version which was completed several days ago (version
    5.5) added support for hard drives which do not self-boot, fixed
    several bugs, and added warmboot detection for systems which couldn't
    previously do it. This version also solved a problem caused by some
    Auto Programs which force a reboot to install themselves and thus would
    cause Super Boot to run more than once.

    Super Boot, as it is now, is fairly unique when compared to other
    utilities because of its high level of flexibility. A separate
    program, The Super Boot Construction Set, allows the user to tailor
    Super Boot to fit the needs of their specific system. If you have a
    battery-powered clock/calendar, you can tell Super Boot not to ask for

the date and time. If you don't need a password, you can tell Super
Boot not to ask for it. If you would rather be able to bypass Super
Boot by holding down a key instead of by a time limit, you can make it
do that too. Super Boot can even be set up as a sort of menu system,
where the user never really has to do anything but press a function key
and have the ST do the rest of the work to execute their favorite
program in a tailor-made environment.

When I finished writing the first version of Super Boot, I decided to
release it to the general public as Shareware for two reasons: (1) I'm
a college student struggling to pay tuition and can really use the
money and (2) To get feedback from users as far as bugs, likes &
dislikes, and suggestions for improvement. Registration of users was
very slow up until the release of version 4.0. It has since steadily
increased and is doing fairly well now, although unfortunately there
are still people out there who use Super Boot every day and don't give
a second thought to registering.

It is quite surprising how far around the world Super Boot (and the
Atari ST for that matter) has reached. I currently have users
registered from almost all of the 50 states, plus Canada, England, West
Germany, Sweden, Switzerland, Australia, Saudi Arabi, Costa Rica, and
even a tiny island along the equator called Ascension.

More than half of the new features added to Super Boot since version
1.0 have come as a direct result of suggestions from registered users.
Its virtually impossible for a single individual to dream up every
possible system configuration and every possible use for a system, and
the suggestions from people using hardware setups different from mine
really helped.

Of course not every suggestion can be incorporated into Super Boot. It
can not be all things to all people, so one has to resist the
temptation to add a ram disk and a print spooler and a printer driver
and so on and so on. It's important to keep the size of the program
reasonable to reduce the time required to load it in on each boot and
also to reduce the complexity faced by a user of the program. Super
Boot is a very good manager and can manage all of the excellent ram
disks, spoolers, printer drivers, etc. which have already been
written, so those features don't really need to be written into Super
Boot itself.

I currently have several projects in development concerning Super Boot.
I'm working on the next update to Super Boot, Version 6.0. I'm in the
process of translating Super Boot to French and will be distributing it
in France soon. I'm also working on the "next generation" of Super
Boot, a program called Ultra Boot which will work on systems using TOS
1.4.

> COMDEX/Spring '89 FOCUSâ ¢
  =======================

MAIL ORDER TOPICS

     The taboo against mail order---long "distribution non-grata" at
COMDEX will be broken when the session; 'MAIL ORDER PROFITS AND POLITICS:
WHERE DO YOU FIT IN?' is held Tues. April 11.

     "The past year and a half has been a real boom for the mail order
industry" notes chairperson Ronni Sonnenberg. She claims that thirty
percent of all computer software and hardware was sold via mail order in
1988.

     Sonnenberg says the session will cover direct marketing which
includes mail order but also other methods of direct selling, such as
telemarketing.

     Disagreeing with Sonnenberg..even predicting an imminent decline for
mail order..is JoeAnn Stahel, president of Storeboard, a market research
firm tracking the computer retail industry. With warehouse style retail
computer stores competing directly with mail order on price and offering
the see and feel elements that mail order firms lack, mail order buyers are
being enticed to buy retail.

     "Why would anyone buy mail order when they can go to a local outlet
and purchase an item for the same price?" she asks. "Mail order
distribution is fine for accessories and low cost software that requires
minimal support". Stahel says. "There is also a need for mail order to
geographical areas which are not in close proximity to any retail outlets.
But, when local outlets offer competitive pricing and immediate service and
support, the mail order influence drops considerably.

     However, Sonnenberg says the retail vs the mail order rivalry is
largely unjustified; she believes the channels support each other. Small
independent retailers rely on the large inventories of the mail order
companies to purchase out of stock items quickly. Meanwhile, larger retail
stores are starting their own mail order components.

     The above transcript is provided to give an idea of the seminars that
will be running at COMDEX/Spring '89 coupled with the displays of new
technology and and saleable products this show becomes "THE SHOW TO
ATTEND". Not only will the attendee be able to see the advances in the
areas most interesting to him but also the advancements in the computer
industry in general.

     COMDEX EXHIBIT HOURS
     ====================

               APRIL 10 ....10:30am - 5:00pm
               APRIL 11-12......................10:00am - 5:00pm
               APRIL 13 ....10:00am - 4:00pm

 To register for Comdex write to:

```
                           Interface Group
                          300  First Avenue
                          Needham, MA.  02194

                           1-617-449-6600
```

> TWEETY BOARD Reviewâ ¢
  ===================

                                        The Tweety Board!
                                        =================

by Joseph V. Muha

     Hi folks, I am new at this national type of newsletter but, like you,
I have owned an ST for quite some time. Well, unlike MOST of you, mine
BURNT to a CRISP! It was horrid, the smell of molten plastic still brings
a cringe to my flesh. Well, to cut to the chase, I had to order a NEW
computer. Obviously, I stuck with the Atari line. Being that my local
dealer has OuTrAgEoUs prices, I went the route of mail order for my
MEGA 2.

      On the phone, the salesman asked me if I wanted the NEW "stereo
board". After I asked him what that was, he told me that it was the
"latest thing" for the STs. Needless to say, that was all that I needed
to hear. Within a few days, it arrived, and a few moments later, I was
proudly standing by my NEW Mega2!

     There it was, in a box the size of the monitor master box. This
little baby was not big, but not to be fooled by the size. This little
jewel is a beauty. The folks at Practical Solutions apparently DO
care about us in the ST world. The instructions were broken up for 520,
1040 and MEGA users, since each machine will look a bit different on
the inside. All that I needed was a few minutes, a screwdriver (phillips
head), and a pair of pliers. The traditional "nerf bat" was not needed,
this time, as I did not get frustrated. Installation was a breeze.
Now, the moment of truth, how would it sound?

     That question was no sooner asked than answered. After hooking
this device up to my   "boom box" using the supplied "Y" connector,
I put two voices on the right and the third on the left. I reached
for Carrier Command (a favorite of mine, because I loved the digitized
beginning). Soon it started playing and it sounded, to be quite honest,
terrible. When the game itself went into play, the sounds were GREAT and
really in STEREO! (I even used a pair of studio headphones, it added a
new dimension to game play). What was the problem with the title music
though? After checking a few more pieces of software, a pattern developed
that you should know about, digitized sounds on the ST/MEGA cannot be
split and retain their integrity. All sounds that are made within

the computer will have this enhanced dimension thanks to the   "tweety
board" and really do sound crisper and come in stereo. This is great
for some games. What you can do for digitized sounds is turn your stereo
off and you can still use the monitor speaker, this will retain the
integrity of the digitized sounds.

     "Tweety Board" is easy to install, and a very necessary attachment
for every ST/MEGA in use. This device has fast become a favorite on my
"must have" list. If you really want to have some fun, show this off to
a Commodore Amiga user. They seem to feel that only their machines are
capable of producing Stereo Sounds.

     I leave you with three comments:

     1) It is a shame that the folks at Practical Solutions who designed
        the board in the USA and have their offices in the USA had to
        BUILD this in Taiwan.

     2) More of us need to join in and write letters to the folks at
        Computer Chronicles and get them to start showing the ST/MEGA
        on their show. Here is the address, give it to your friends and
        have your user's groups write too.

           It IS important:
                             Stewart Cheifet
                               WITS TV 33
                        1982 Locust Lane Box 2954
                         Harrisburg, PA 17109

     3) More and more of us need a NATIONAL voice. One is being set up
        for Atari ST/MEGA users at this time. You can be a member of
        your local group and STILL be a member of this National voice.
        This will help us to get MORE developers to support the ST/MEGA
        line (we are getting close to that 1,000,000 mark and a national
        voice is NEEDED). Here is their address, send them a letter
        stating you wish to join, they will take it from there.
        (also, please tell your friends about this too!)

                       Atari User Association
                   c/o   SoftwareSpectrum
                         267 Main Street
                        Matawan, NJ 07747

Use this convenient form:

                       Atari User's Association
                       Membership Application
                       [Personal Information]

_____

First Name:_____ Last Name:_____ Phone#:(   )

Address:_____ City/Town:_____ State:____ Zip:_____

_____

[] Put me on the membership directory (Directory lists all A.U.A. members)
_____

|Areas Of Interest|

 [Hardware]   [Software]

[] Atari 8-bit   [] Accounting/Home finance
[] Atari 520 ST   [] BBS Software
[] Atari 1040 ST   [] Cad/Cyber
[] Atari Mega (2 or 4) ST   [] Communications
                                     [] Databases
 [Drive(s)]   [] Desktop Publishing
                                     [] Games/Entertainment
[] SS/DD   [] Graphic(s)
[] DS/DD   [] Languages/Programming
[] Hard Drive(s)   [] Spreadsheets
                                     [] Word Processing

 [Printer(s)]   [] Other:_____
                                        _____
[] 9 Pin Dot Matrix   _____
[] 24 Pin Dot Matrix
[] Laser
[] Other:_____   [Monitor(s)]
   _____
   _____   [] Color Monitor (SC1224)
                                      [] Monochrome (SM124)
 [Modem(s)]   [] 19" Monochrome
                                      [] Other:_____
[] 300 Baud   _____
[] 1200 Baud   _____
[] 2400 Baud
[] 9600 Baud
[] Other:_____   Make/Model of Hard Drive
   _____   _____
   _____   _____

Do you run a BBs?   Name of your Disk Drive(s)?
Yes [] No []   _____
Name of your printer: _____
_____
_____   Name of your modem(s)?
Favorite software titles?   _____
_____   _____
_____
User's group BBs name?   Name of user's group?
_____   _____
_____   _____
Favorite BBs name?   _____
_____

                                           STReport # 81

          Mail to: AUA
                        267 Main St.
                     Matawan, NJ 07747

> Fleetstreet STR Reviewâ ¢
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                                  Fleet Street Publisher 2.0
                                  ==========================

by William Y. Baugh

Fleet Street is another in the new line of DTP's from Michtron which
runs independently of GDOS; so font sizes are far more flexible than normal
GEM fonts. Fleet Street is not protected so copies may be made for
back-ups or to run off the hard drive. I have been running Fleet Street
from my hard drive with full array of accessories and have not had any
trouble. Fleet Street may either be run on color or monochrome monitors.
It is highly recommended that you run any DTP from monochrome, but if you
can't and have to run from color, Michtron recommends that you boot up in
low-res rather than medium. In low resolution you get a true, square
pixel. In medium, on the other hand, the pixel is rectangular rather than
square which causes fonts, but especially pictures, to look distorted.

Once loaded, you are instructed to insert the time (for 520 and 1040
owners) or just click on o.k. (for Mega owners) to set the system clock.
Menus line the top of the screen and six icons line the top-left side.
These icons are as follows: Picture block, picture edit, box rule, text
block, text edit and text overflow. Below these you have a clip icon,
where blocks of text may be stored for later use, and a trash can for
deleting blocks of text and graphics.

Selecting the New Page command sets the ball rolling. Five different page
sizes are available on this menu. These are A4 and A5 (metric), US litre
(8.5" x 11"), A4 wide (double page spread) and Tabloid. If none of these
default pages fit the bill, you may insert your own figures for height,
width, margins, column width, etc. From this menu you may also set up the
number of columns that will be displayed on the page. These are not text
blocks, but are guides to help you draw the actual text blocks (you may not
want the entire column for text). Once the page size is selected, you are
ready to start Publishing.

Creating text and graphics blocks works like most all of the DTP's. You
select the appropriate icon and draw the wire frame box where you want the
picture or text to reside. Then, when you are ready, you highlight the
specific box you want to "merge" the text or graphics into and select the
command. One major drawback to Fleet Street is that you are restricted to
importing only ASCII text files and .IMG picture files into the program.
This highly limits the flexibility of the program in that using just ASCII
files for text, you loose all formatting from your file that would other
wise be there if you were able to import from a word processor. This makes
for very sloppy and, sometimes, very time consuming editing once the file
has been imported. The same holds true for limiting the user to just .IMG
files. Granted, you may download pictures from the services or use one of
the many fine clip-art pictures that are included with the program, but
unless you own Touch-Up or Easy Draw, your out of luck as far as creating

your own picture files.

Even though you are restricted to just .IMG files, there is nothing
limiting to the options available for importing and manipulating the
picture. Once the file is selected, a menu appears showing the actual dpi
of the picture. This menu will appear only if the picture is not 72 dpi.
If it isn't, there are a number of sizes to choose from or you may set your
own size. I have found that setting 72 dpi produces the best looking image,
but it is very dependent upon the original size of the picture. Once sized
and on the screen, you may crop, re scale, re size and revolve the image to
suit your needs. One other nice feature is that Fleet Street handles the
screen drawing very quickly when a picture is on the desktop. Scrolling
through the document is very fast; no slow-down is noticed. One thing to be
wary of though, text will not run-around the blocked area, it will bleed
right through the picture. The only way to avoid this problem is with
careful planning of where text and pictures will meet.

Text importation is just as painless as the graphics. You define the area
and merge the text into it. Text overflow is handled by the sixth icon on
the left. If the text overflows, you just click and hold on the icon until
the mouse pointer turns into an ABC, then move it to the next block. Easy.
What's not so painless is the screen handling of text. It takes a while for
the text to actually "merge" onto the page; and if you have to scroll the
page...suffice it to say that it is extremely slow. A helpful hint here is
to import text only in full page size and choose the appropriate font and
size BEFORE you import. This will save time and keep you from going stir
crazy.

Since the program does not run under GDOS, you may only use the fonts that
come with the program. There are six fonts included with the package.
These are: San Serif, Serif, Helga, Medieval, West End, and College. Each
have the option of being either regular or bold. Sizes of the fonts range
from 4 to 216 points in half-point increments. There are defined point
sizes available, but you may enter your own values for the size as well as
the width of the font. There are differing text effects, such as italics,
outline, upside-down and mirror. You may also set the tone of the ink used
to draw the fonts from white to black. Also available is a font customizer
which allows you to select only the characters you want to use in each group
of fonts. Included with the package are three foreign character sets.
These are Spanish, French and German. They add special characters that are
unique to their language (ex: the umlaut and esset in German).

Michtron has produced a respectable piece of software. There are many
"extras" included which make your DTP life more easy; for example, hard
spaces so if you type in text, it doesn't reformat after every character,
the ARCed clip-art and the excellent manual. Also the actual working
environment of the program is very easy to use and is quickly learned. But
overshadowing these features are the limitations imposed by the programmers
on the user. So, if your interested in a low priced ($100), easy to use
but limited in power DTP...then Fleet Street may be for you.

For more information:

                    CALL/WRITE:

                              MichTron Inc.
                           576 S. Telegraph
                          Pontiac MI. 48053
                            313-334-5700

> ST REPORT CONFIDENTIALâ ¢
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- Sunnyvale, CA. *** ATARI - "Tried the REST and went with the BEST!" ***

     This is the stuff true grit and competitive programming are all
about! How many of you can remember how many different BBS programs Atari
has had up and running? Many moons ago, Atari was using the early versions
of the Michtron BBS they then went to a number of other systems trying to
find the BBS best suited to their needs..WELL..they are now gearing up to
run the all new, Multi-line MICHTRON BBS Ver.3.0 and the revolutionary
Double Click Software's MULTI-PORT CARTRIDGE.

- Houston, TX.   **** DOUBLE CLICK MAKES MULTI-LINE BBS EASY! ****

     From all outward appearances the days when users may call a private
BBS and enjoy the simultaneous on-line company of others is right around
the corner. Double Click, the folks who have given undying support to the
ST community with a host of excellent programs have out done themselves
this time. Over the course of the next 3 weeks STReport will present an
in-depth analysis of both the Multi-port Cart and the Michtron BBS 3.0
software. Knowing the high level of quality we have seen in the past from
Michtron's Tim Purves' programming, we fully expect this version of the
Michtron BBS to "create quite a stir". To see this fine system in
operation yourself .....

                    CALL: THE HASTE BBS 1-713-973-6665
                           ------------- 1-713-973-6555

- Framingham, MA.   ***** FOREM BBS TO SUPPORT DC MULTI-PORT CART! *****

     Matt Singer, author of Forem Elite for the PC, has begun making the
preparations to port Forem Elite to the ST and adapt the DC Multi-Port Cart
to his BBS program. It is expected to be available by 06/89.

- Sunnyvale, CA.   ******* TOS 1.4 runs 32MB PARTITIONS! *******

     At this very moment, we are editing this column inside a 32mb
partition on a hard disk system ranging from drive C thru I; with the
Ramdisk being DR: P. The new TOS handles the larger partitions very nicely and
is surprisingly fast for having to handle partitions twice as large as it's

predecessor. To the young men responsible for the successful work on TOS
1.4, ...many thanks for a job well done.

- Sunnyvale, CA.   **** ATARI HAS A LEAK??? ****

        In spite of extremely (alleged) tight security, two packages of code
seem to have grown legs, or ..should I say wings? The intensity of the
investigation reflects the seriousness involved. It seems only a certain
'few' were privy to the code packages, which should enable those folks
handling this "plumbing" job to stop the leaks quickly. More on this as it
unfolds.

- Sunnyvale, CA.   **** L. TRAMIEL SHARES NEW DIET! ****

        In a wonderful gesture of humanity, L. Tramiel decided to share his
marvelous new diet with an Atari Fan. Although we are sworn to secrecy
about the diet, we can tell you he assured us it is his "favorite" meal and
makes it his business to enjoy this delight at least once a * DAY! *
Congratulations to you Sir! ....Oh! yeah, hearty appetite!!!!

- New York City, NY.   **** 8 SLOT EXPANSION TO BE RELEASED ****

        Megabyte Computers is reportedly ready to release their new 8 slot
expansion system for the ST computer line. The board will also have a
socket for the Blitter Chip.

> A "QUOTABLE QUOTE"â ¢
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            --==ZIG-ZAG ZONKS==--

            "PETER PAN IS MY HERO!..........
                                .....WHAT'S A LOBOTOMY??"

                        "1989 - ATARI'S QUEST"

*NTW - just an 'old' April fool!

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